

SELF-DIFFUSION COEFFICIENT

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1. THEORY

The *self-diffusion coefficient* D can be calculated from Einstein relation as

$$(1) \quad D = \lim_{t \rightarrow \infty} \frac{\langle [\vec{r}(t) - \vec{r}(0)]^2 \rangle}{6t},$$

where $\vec{r}(t)$ denotes vector position at time t .

The self-diffusion constant is a single-particle phenomenon so that one can improve the statistical precision of results by averaging over N particles in the system,

$$(2) \quad D = \lim_{t \rightarrow \infty} \frac{1}{6t} \left\langle \frac{1}{N} \sum_{i=1}^N [\vec{r}_i(t) - \vec{r}_i(0)]^2 \right\rangle.$$

2. IMPLEMENTATION

In realizing Eq. 2 from simulation, the brackets would be interpreted as averages over *time origins*

$$(3) \quad D = \lim_{t \rightarrow \infty} \frac{1}{6t} \left\{ \lim_{\tau \rightarrow \infty} \frac{1}{N\tau} \sum_{i=1}^N \int_0^\tau [\vec{r}_i(t_0 + t) - \vec{r}_i(t_0)]^2 dt_0 \right\}.$$

In simulations, one uses discrete time steps, so that one has a set of discrete times $\{t_1, t_2, \dots, t_{N_{tot}}\}$, where $t_i = t_0 + (i - 1)\Delta t$ for $i = 1, 2, \dots, N_{tot}$ and Δt is the *time step*. *Total time simulation* is given by $t_{simul} = t_{N_{tot}} - t_1$. Time origins belong to set of discrete times $\{t_1, t_2, \dots, t_{N_{or}}\}$, where $N_{or} = \frac{N_{tot}}{2}$. *Elapsed time* is set equal to $t = n\Delta t$, where $n = 1, 2, \dots, N_{or}$. Thus,

$$(4) \quad D = \lim_{t \rightarrow \infty} D(t),$$

where

$$(5) \quad D(t) = \frac{1}{6t} \frac{1}{NN_{or}} \sum_{i=1}^N \sum_{j=1}^{N_{or}} [\vec{r}_i(t_j + t) - \vec{r}_i(t_j)]^2.$$